# CREATING GAMING USING PYTHONCHANE CODING

PROJECT NAME: GAMING

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MINNEAPOLIS CUMMINTY COLLAGE

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| PROJECT PLAN, GOAL AND TASKS |

EXECUTIVE SUMMARY (ELEVATOR PITCH)

Introduction: Hi, I’m Chitra Zean, a cyber security student at the Minneapolis community college. I’ve built a game which I call rock, paper, and scissors.

PURPOSE AND PRIMARY FEATURES: the game is played between two people. Players can attempt to predict and exploit patterns in their opponent’s, while seemingly random. R, P, S can incorporate elements.

It is cyclical, has three choices, simultaneous and clear outcome.

Target audience: the game is mostly played by age rate 13-32.

Business value and impact: the game is also used for minor decisions or disputes where it is quick unbiased outcome is desired. It has limited practical applications.

Key differentiators Cyclic and non-transitive relationships.

Implementation timeline overview: Planning and setup, core logic development. etc.

**Functional Requirements 👥**

1. My project was < build> read books<feature research> so that the code has no<error>
2. Researcher, Wikipedia, < google> and <2 additional> to python learning first to < get> a <perfect> game to build.
3. As a < builder> the game is <fun> to <play> it has only <two player> and most age <13-36> that <play>
4. As a user <player> a move <rock, paper, or scissors> can choose to <play> against the<computer>
5. As a user create <feature> that minor <decisions or disputes >where it is <quick >unbiased outcome is <desired>
6. As a user <Planning > and setup, <core logic >development. etc.



Project management, time, research, discover and coding error

1.Research all detail on all project work and plan

2.Plan and prepare for risk

Responses and coding error

1.Define the necessary project requirements.

2.Contral the detail of my project scope.

3.Estimate resources and time

Activity duration,

PLAN, DISCOVER & DEFINE:

1. Discover project chater and my projuct mamagement plan.
2. Direct and manage my project work.